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Montezuma's Revenge™

M O N T E Z U M A ' S R E V E N G E

Instructions

Panama Joe. That's what they call him 'round these parts, though no one knows his real name or where he comes from. But one thing's for sure: Joe's the craziest treasure hunter around. No risk is too great if the reward is big enough. He's tough, clever, resourceful... and sometimes downright pig-headed! He's got a real knack for getting himself out of hot water, even though he sometimes seems to get in over his head!

Joe needs you to safely guide him through a maze of death-dealing chambers within Montezuma's fortress to collect the Emperor's unimaginable riches!!

COMMODORE 64

Insert the disc into the disc drive, label side up.
TO LOAD, simply type LOAD"*",8,1
Then hit RETURN.

Following a brief delay, a title screen will appear. Choose a difficulty level 1-3 with the numbered keys. Plug your joystick into Control Port #2.

ATARI Home Computer

Insert the disc into the disc drive, label side down.

After the program automatically loads, choose the desired difficulty level by pressing the SELECT key.

To begin a new game, press the START key

IBM PC

Insert the disc into the disc drive A, label side up.

Turn the power switch to the ON position.

After the title screen appears, press the RETURN key. The Main Menu will appear. At this point you may press the RETURN key to begin play with the joystick on Level 1.

The Main Menu will display the function key operations:

F1 KEYBOARD/JOYSTICK Press the F1 key to choose control mode.

F2 GAME LEVEL 1,2,3 Press the F2 key to choose game level.

F3 DEFINE KEYS FOR KEYBOARD CONTROL Press the F3 key to change any of the controls defined below.

IBM PC

Key	Direction
8	Up
2	Down
6	Right
4	Left
5	Jump Up
9	Jump Right
7	Jump Left

F5 RETURN TO MAIN MENU Press this key at any time during the game.

F10 PAUSE To freeze/restart action.

APPLE II COMPUTERS

Insert the disc into the disc drive A, label side down.

After the title screen appears, press the RETURN key. The Main Menu screen appears. At this point you may begin play on Level 1 by pressing the RETURN key.

Begin by moving the joystick in all four directions for calibration.

The Main Menu will display the following key operations:

1 KEYBOARD/JOYSTICK Press the 1 key to choose control mode.

2 GAME LEVEL Press the 2 key to choose game level.

3 DEFINE KEYS You must define specific keys for keyboard operation.

The following keys are suggested: (Press TAB to advance)

Key	Direction
J	Left
K	Jump
I	Up
L	Right
M	Down

Then press the RETURN key to begin play.

5 RETURN TO MAIN MENU Press 5 at any time during the game.

0 PAUSE Press 0 to freeze/restart action.

SCREEN DISPLAYS

In the upper left-hand corner of the screen there is an inventory window, which displays the special items that Panama Joe may pick up. Joe can carry only five items at a time; after the window has been filled, he can't even take more jewels! At the bottom of this window are five hats which represent the amount of lives Joe has left.

INSIDE THE FORTRESS

Rooms contain several different features:

-Laser Gates must be crossed only when they have disappeared.
-Disappearing Floors must be crossed only when they are visible.
-Conveyor Belts change Joe's speed.
-Doors can be opened only with the same colored keys.
-Fire Pits must be avoided at all costs!

Nasty creatures try to make a lunch of Joe:

-Skulls are in hot pursuit, but may be killed with a sword.
-Spiders can climb after Joe, and may also be killed with a sword.
-Snakes must be hurdled- jump carefully, their bite is lethal!

Special Tools and Rewards await!

-Amulets render creatures powerless, but only for a moment!
-Jewels are scattered about the fortress; Joe must jump to get the
-Swords kill spiders and skulls, but vanish after one use.
-Torches illuminate dark chambers.

THE TREASURE ROOM

This fabulous room lies at the end of each level of Motezuma's fortress, and contains riches beyond Joe's wildest dreams. In a matter of seconds, he must jump from chain to chain to collect as many jewels possible.However, if time runs out, or if Joe jumps onto a pole, he will exit the room and advance to the next level of play.

DIFFICULTY LEVELS

Although the fortress contains nine levels of difficulty, you may choose only among the first three. The rest must be earned during play.

SCORING

Collecting Special Tools and Rewards

Keys	50 points
Swords	50 points
Amulets	100 points
Opening Doors	300 points
Jewels	1000 points
Torches	3000 points

Killing Creatures

Skulls	2000 points
Spiders	3000 points

In Levels 1-3, a bonus life is rewarded every 10,000 points.
In Levels 4 and above, a life is rewarded every 20,000 points.